

# The Adventures of Dank and Scud

Another time, another place, another war. These are the adventures of Dank and Scud, two loners caught in the barbaric world of Quake. How long has it been? Three years? Seven? A decade? Was Earth a memory, or merely a figment of their imagination? Is there a way home? Do they care?

No.

They're having way too much fun.

## Issue 2: Water Sports

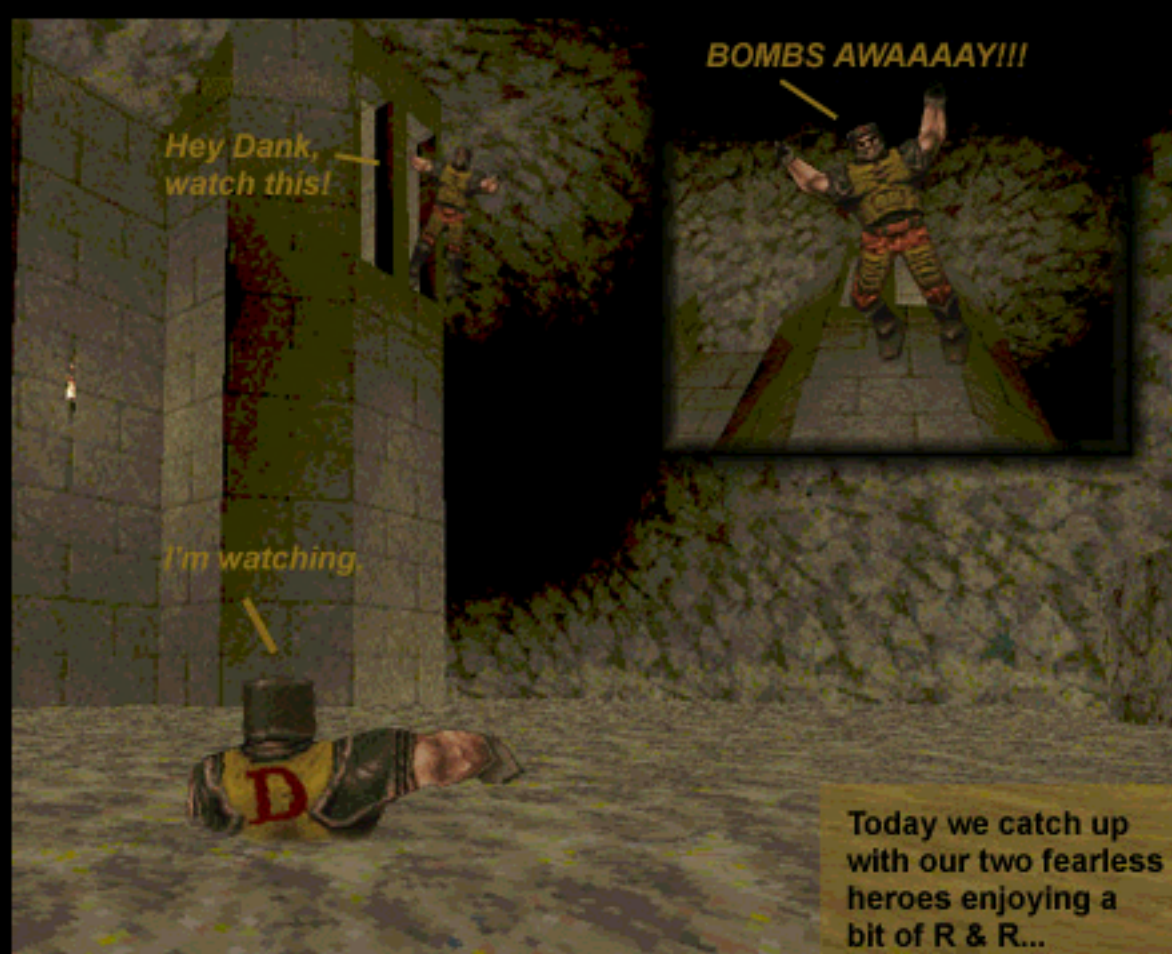
About

The Adventures of Dank and Scud is produced by Michael Houston. He can be reached at [houston@webframes.com](mailto:houston@webframes.com). *Quake* is a trademark of *id Software Inc.* All trademarks are the properties of their respective companies.



**The Adventures of  
Dank and Scud**

**Issue 2: Water Sports**



Scud's world famous Thunderclap Bellyflop disturbs the gentle slumber of a nearby ogre guard...





Say Dank, ever noticed when you combine "Scud" with "Dank", you get "Scank"? Heh, heh...



..rumble...rumble...



Squish!

Hmm, yeah. Hey -- do you hear something?

Oh boy, I hope so. Oh look! Here they come...

RUMBLE  
RUMBLE  
RUMBLE!



Scud, get our weapons! Quick!



Too Late...



FLING!



Aww Geez...





These guys just made a very bad mistake...

Yeah. Like, are they actually TRYING to annoy us?



Dank and Scud execute their own form of synchronized swimming...



Pints later...

Dank, I see reinforcements coming! We better get our weapons...

No, we should make a run for it while we still have a chance.





Dank and Scud make a rare, yet impressive escape...



Well, I've just about had my fill of swimming for the day...

You know, Dank, I really think we could have finished them off back there...



Don't get your hopes up, Scud -- looks like we've crashed another party.



Suddenly...

**Bliittzzzzzz...**

**...zzeeoooww...**

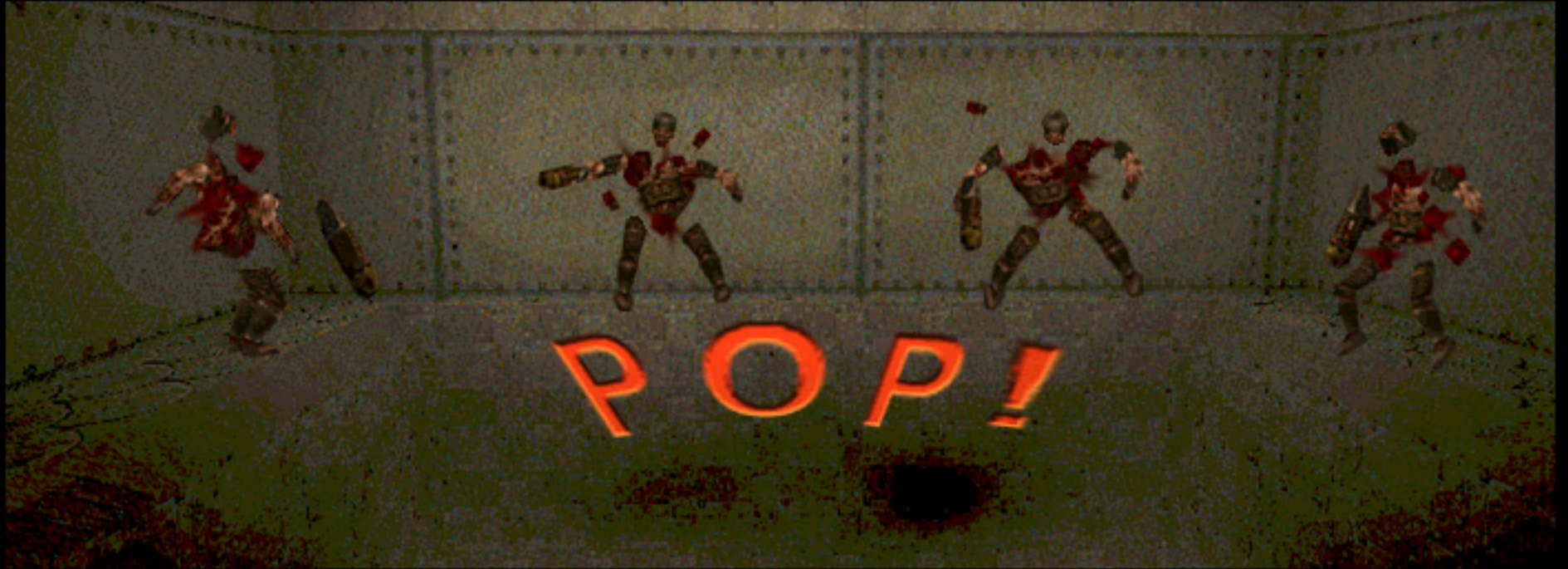
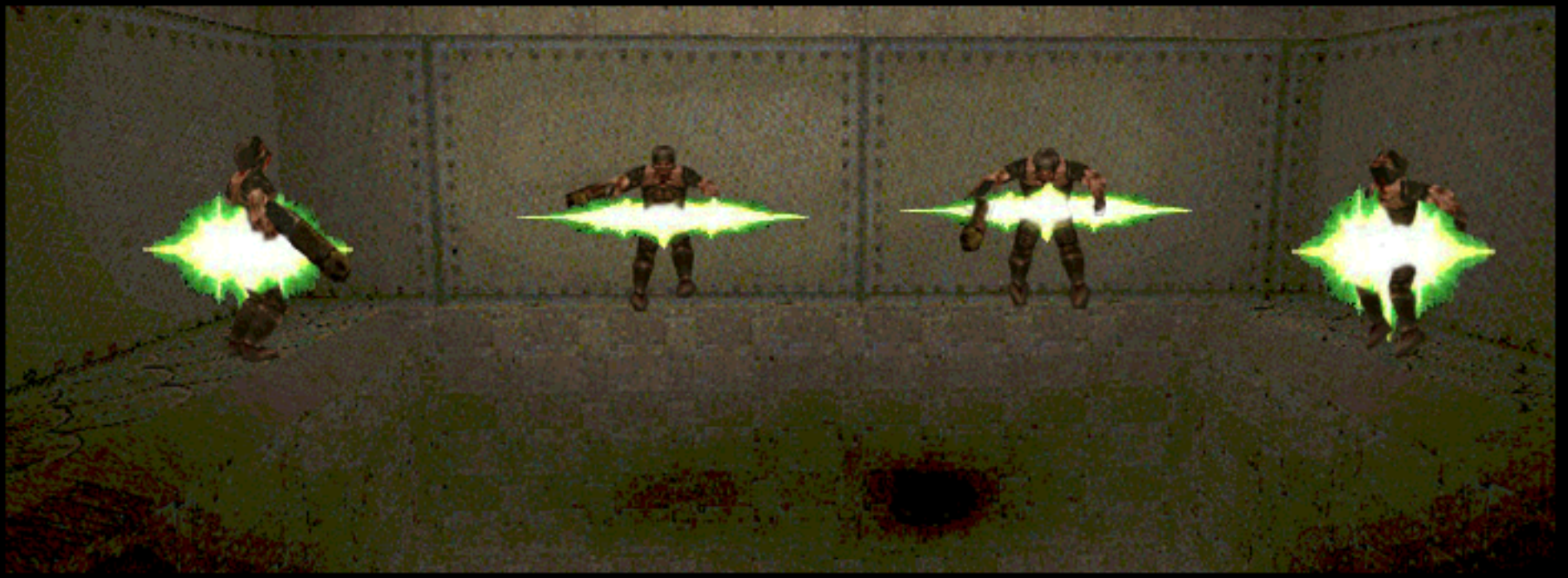
**...wwcchhttzz!**

What's that noise?

Dunno. Look, a ball. Cool.











Michael Houston, Quake junkie, decided to embark on the *Quake* comic book project in much the same way he usually thinks up silly ideas - on a whim. But hey, what better way to practice his PhotoShop techniques, HTML writing AND Quake devotion all at the same time?!

He currently works as a programmer way up in the cold climate of Montreal, Quebec, Canada. Some of his past projects (or wastes of time) include *The Last Resort: The Ultimate Deathmatch Episode for Doom II* (of which Boothill was inspired), and a tour of his (tiny) apartment, which you can visit over at Chaos and Coffee.

## CREDITS:

I'd like to thank the following entities for making this whole thing worthwhile:

**id Software Inc.:** Thanks for making such incredible games. Who ever knew that you could do better than Doom? Looking forward to QuakeWorld and beyond...

**Andrew "Delay" Warrington:** The Idea Guy. He has provided tremendous help with the storyline, corrections, and most of all, site maintenance. You have him to thank for keeping you up to date with Dank and Scud.

**David "Davin8r" Sears:** For giving these pages a home, and putting up with my rants about Odyssee.

**Greg "Wildfire" Houston:** Brother Greg, the cartoon & comic genius of the family, helped with the overall comic structure.

**Nine Inch Nails:** For drowning out all outside disturbances while this project was being developed. Thanks Trent.

**All Quake players, hackers and Web Page maintainers:** What a following! My inspiration came from your inspiration.

## SOFTWARE:

The following software was used to create *The Adventures of Dank and Scud*:

**Quake:** No kidding. All sets were taken from the original game.

**The Quake Model Editor v 2.2**, by Rene Post: I used this to get the characters in the game to pose for the artist.

**WinPak v 1.2**, by Anthony J H Baratt: This was used to extract the models I needed to throw in the comic.

**Paintshop Pro v 3.11**, by JASC Inc.: I used this as the middleman between *The Quake Model Editor* and *PhotoShop*. Great capturing abilities.

**Adobe PhotoShop**, by Adobe: For bringing it all together. God bless them layers!



## About

### HOW THE COMIC WAS MADE:

Here is a brief explanation of how I used the above software to make *Dank and Scud* come to life.

I first created a pseudo-storyboard on paper, complete with rough sketches and panel layout. Paper is still the best way to throw ideas around. Once the basic comic layout was made, I hunted through the Quake levels looking for an appropriate area to use as a set. Once found I took several screenshots of the area (F12), at the highest possible resolution (800x600). Using the high resolution gave me the freedom to shrink the image to the required panel size without losing much quality. I was able to remove most of the eyesores like medi-kits and the like by typing 'r\_drawentities 0' at the console.

The next step was to put the characters into the picture. To do this I used three separate programs. First I used the Quake Model Editor, which allowed me to view each of the character's poses from any view. Once I found the perfect pose, I screen-captured the character using Paint Shop Pro. From this I was able to cut and paste it into Adobe PhotoShop. The hardest part of the process was to try to match the character's size with the set, since I had no accurate way of determining which size they should be. Lucky, PhotoShop's anti-aliasing features made the resizing of the images merge with the original set. PhotoShop also allowed me to add each character as a separate layer into the panel, which made it much easier to modify certain parts of the panel without screwing up the rest.

Once the characters were in, all that was left was to add the captions, which was again easy to do with PhotoShop.

I tried not to import any new graphics into the story, since it would ruin the overall Quake-ness of the comic. This makes the comic look like it could actually happen during a Quake session. Still, some outside graphics needed to be added, such as the explosion and the Abe Lincoln statue (did you miss him?).

- MH.